ABSTRACT

A method for forming digital objects includes selecting a first existing object in a graphic space to build a first reference type; selecting a second existing object to build a second reference type; continuing the like process until Nth existing object is selected to build a Nth reference type; building the generation method of the new object based on the generation type of the object to be generated and the first to Nth reference types; finally building the contour shape of the new object based on the generation method and the shape type of the new object. The method can generate new objects intuitively in a simplified way.